

#### ABSTRACT

A technique is provided for enabling data, such as video, to be broadcast using a push dataflow scenario without causing a data rate buffer for the pushed data at a decoder to overflow or underflow. At an encoder, data are encoded for communication to the decoder to provide an output bitstream. The data rate buffer of the decoder is simulated at the encoder. The simulation is used to control the output bitstream to preclude overflow or underflow of the decoder buffer. For example, a complementary encoder buffer, which operates in a manner opposite to the decoder buffer, can be monitored and inverted to provide the simulation. Various different techniques are disclosed for controlling the amount of data produced at the encoder to maintain the data within the confines of the decoder buffer.